c) generating a plurality of Bezier control points from a corresponding plurality of NURBS control points using a tri-linear interpolator in the graphics pipeline;

[c)] d) generating a plurality of points on a curve or surface, wherein the curve or surface is defined by the Bezier model, using the graphics rendering pipeline; and

a1 Cont'd

[d)] e) rendering the curve or surface using the plurality of points and using the graphics rendering pipeline.

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Please cancel Claim 3 without prejudice.

Please cancel Claim 4 without prejudice.

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5. (Amended) The method of claim [4] 1 further including the steps of:

using the plurality of NURBS control points as inputs to the tri-linear interpolator; and

a2

evaluating the NURBS control points to obtain each of the plurality of Bezier control points.

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8. (Amended) The method of claim 1 further including the steps of:

processing the plurality of points with the graphics rendering pipeline; and

a3 Cont'd

rendering the curve or surface with the graphics rendering pipeline.

9. (Amended) In a graphics rendering pipeline of a computer system, a method for rendering curves or surfaces using the graphics rendering pipeline, the method comprising the steps of:

a) implementing a de Casteljau process in the graphics pipeline;

a3 cancld

b) evaluating a Bezier curve or surface using the de Casteljau process; and

c) implementing the de Casteljau process using a tri-linear interpolator included in the graphics pipeline; and

[c)] d) rendering the Bezier curve or surface.

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Please cancel Claim 10 without prejudice.

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13. (Amended) In a graphics rendering pipeline of a computer system, a method for converting a NURBS (non-uniform rational B-spline) curve or surface to a Bezier curve or surface using the graphics rendering pipeline, the method comprising the steps of:

a) loading a plurality of NURBS control points of a NURBS curve or surface into the graphics rendering pipeline;

b) evaluating the plurality of control points into a resulting plurality of Bezier control points using a tri-linear interpolator included in the graphics rendering pipeline;

c) generating a Bezier curve or surface using the resulting plurality of Bezier control points; and

d) rendering the Bezier curve or surface using a plurality of vertices derived from the plurality of Bezier control points.

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16. (Amended) In a graphics rendering pipeline of a computer system, a method for generating normal vectors (normals) for a surface, the method comprising the steps of:

a) generating a plurality of surface partials from the surface [using the graphics rendering pipeline] by loading inputs of a tri-linear interpolator included in a graphics rendering pipeline with a plurality of Bezier control points defining the surface;

a5

b) generating a plurality of surface tangents from the plurality of surface partials using the graphics rendering pipeline; and

c) generating at least one normal from the plurality of surface tangents using the graphics rendering pipeline.

20. (Amended) In a graphics rendering pipeline of a computer system, a method of using the graphics rendering pipeline to render a curve or surface directly from a NURBS (non-uniform rational B-spline) model, the method comprising the steps of:

a6

a) performing a global to local transformation on a NURBS model using the graphics rendering pipeline;

b) evaluating a plurality of NURBS control points using tri-linear interpolation in the graphics rendering pipeline to obtain a plurality of points on a curve or surface defined by the NURBS model; and

c) rendering the curve or surface using the plurality of points.